Catalina Commodore
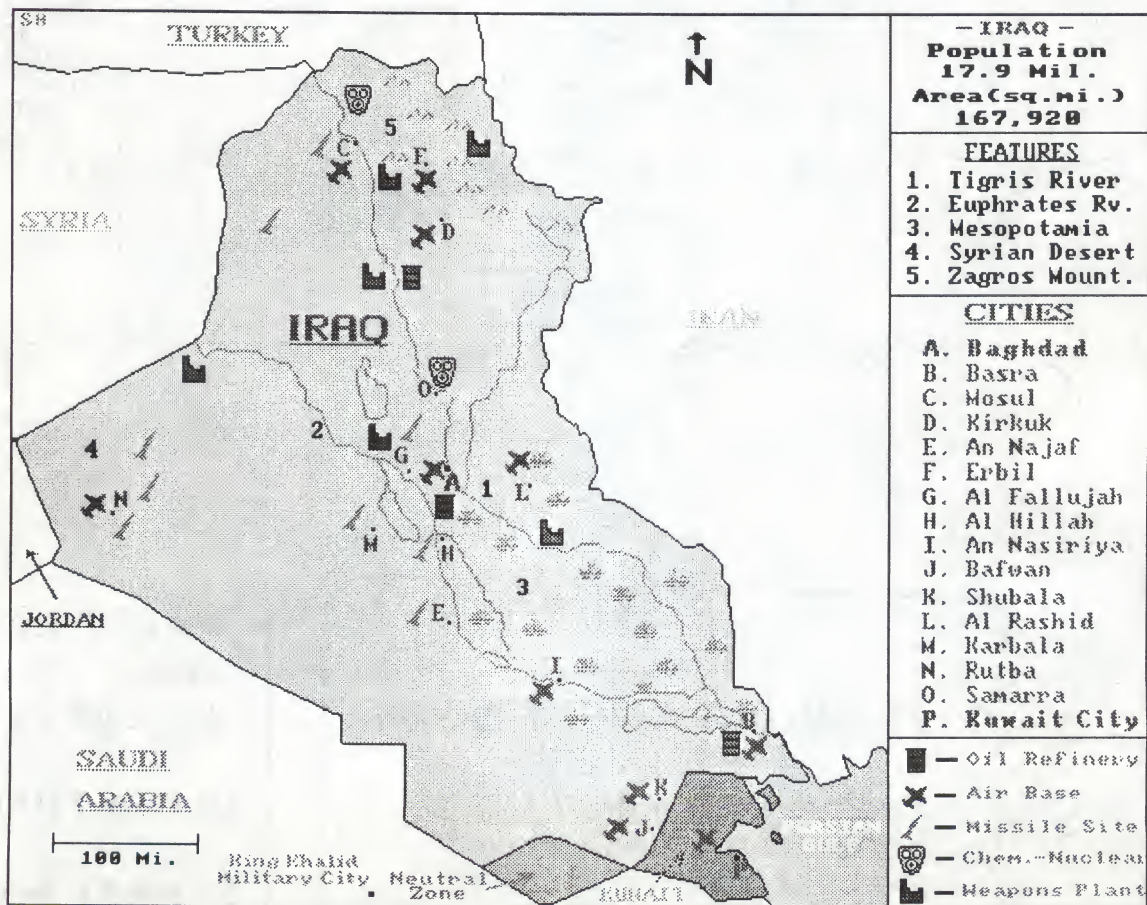
Computer Club, Inc.

– IRAQ –	
Population	
17.9 Mil.	
Area(sq.mi.)	
167,920	

FEATURES
1. Tigris River
2. Euphrates Rv.
3. Mesopotamia
4. Syrian Desert
5. Zagros Mount.

CITIES

A. Baghdad
B. Basra
C. Mosul
D. Kirkuk
E. An Najaf
F. Erbil
G. Al Fallujah
H. Al Hillah
I. An Nasiriya
J. Bafvan
K. Shubala
L. Al Rashid
M. Karbala
N. Rutba
O. Samarra
P. Kuwait City

▮ – Oil Refinery
✕ – Air Base
╱ – Missile Site
☻ – Chem.–Nuclear
▙ – Weapons Plant

100 Mi.

King Khalid Military City Neutral Zone

SAUDI ARABIA

JORDAN

TURKEY

SYRIA

IRAQ

IRAN

KUWAIT

Vol.9, No. 2   February 1991

TUCSON, ARIZONA

FEBRUARY 1991

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1	2
3	4	5 CCCC MEETING 7 PM - 9:30 PM ST. PETER & PAUL GRAMER HALL	6	7	8	9
10	11	12 EXECUTIVE BOARD MEETING 7:30 PM AT Devon Gables 6150 E Grant	13 DEADLINE for Newsletter INPUT	14 Valentine's Day	15	16 HELP DAY GEOS & TWS plus AMIGA SIG 10 AM - 2 PM ST. PETER & PAUL MADONNA HALL
17	18	19	20 NEWSLETTER PARTY 7 - PM ST. PETER & PAUL MADONNA HALL	21	22	23
24	25	26	27	28		

GET ABOARD. VOLUNTEERS HELPS YOUR CLUB TO GROW.

FEBRUARY MEETING!!

Explore Dr. T's MIDI Music Software for the C-64 with member Howard Wooten.

SOFTWARE RAFFLE!!

WELCOME, NEW MEMBERS ?

Brian Tucker

Ernest Ward

James Stotler

Dwight Rich

C64/128 SECTION NEEDS EDITOR!!

Warren Talbot, who has been helping with the C64/128 Section of this newsletter for the past year by doing an excellent job of layout and laser printing via geoPublish, has moved to California.

This abbreviated C64/128 Section is all there will be until someone is found willing to step in as Editor. Marv Lossing has already volunteered to do the layout, so the remaining duties are minimal.

The C64/128 Editor's duties would consist of:

1) Generating text, which can be accomplished in several ways:

    a) Articles from other user group newsletters can be typed in by volunteers and then checked by the editor.

    b) Articles can be downloaded from Q-Link at no expense via the Club Q-Link account, then reformatted by the editor.

    c) More members can be found who would be willing to write regular monthly feature articles (i.e., Mike O'Neall's Write Stuff Column). These need to be checked for spelling, punctuation, etc.

    d) Writing up short paragraphs of pertinent information (i.e., Club announcements, Classified Ads, etc.).

2) Passing the edited text files to the Layout person in an accessible format (i.e., ascii files on disk).

I will be happy to provide assistance to anyone interested in taking on this task, until he/she feels confident to go it alone, but I can't take back the responsibility for the whole newsletter myself.
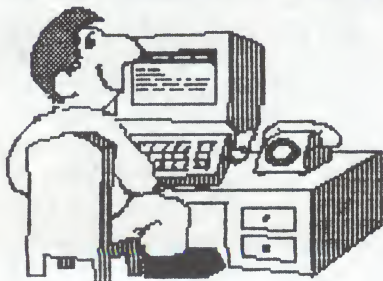
The Amiga Section will be expanding to 8 pages, and Julia Richardson, as our new MS-DOS Editor, will be generating another 2 pages. This immediately cuts the C64/128 Section down to 5 pages, and 1/2 or more of these pages are relegated to advertising.

I sincerely hope some club member is interested in keeping the C64/128 Section going.

Please call Leila Joiner at 327-0540.

We welcome our new President, Robert Prievo, newly elected by the Board of Directors to replace Warren Talbot, who has moved to California.

WRITE ON

by Mike O'Neall, CCCC

Many thanks to the readers who caught my grammatical errors in December. It was a simple matter of losing a bit in the translation, but it's grand to know you were following along.

As you are aware, I have always invited your questions and observations pertaining to The Write Stuff with hopes of answering them in this column. The most asked questions recently have been about the nature of our Help Day discussions.

CCCC Help Day is held on the third Saturday of each month in the Bingo Hall across Campbell Avenue from the U of A Hospital, 10 a.m. to 2 p.m. Anyone can attend and ask for information and/or assistance from more experienced Commodore users who volunteer their services. Those interested in The Write Stuff word processor get together in one corner with manuals in hand for discussion of various features of the program. The specialty of the group is getting TWS beginners acquainted with the ease of finding their way around the commands. Those who have been aided to start using TWS, then come back with questions or new discoveries to share with the group. There is a Subjects to Discuss list circulating to stimulate suggestions of topics.

We invite you to come to learn, or share what you've learned about The Write Stuff. By all means, take advantage of this arrangement.

EXECUTIVE BOARD MEETING
December 11, 1990

by Robert Holdcraft, Secretary

The meeting was held at Devon Gables Nursing Home and called to order at approximately 7:45 p.m.

Those present were:

Warren Talbot, President
Dennis McCormick, Treasurer
Frank Prievo, Membership Chairman & Member-at-Large
Bob Clausen, Member-at-Large
Tom D'Angelo, Member-at-Large
Leila Joiner, Newsletter Editor
Bob Holdcraft, Secretary
Lee Benson, Member

Bob Holdcraft gave the Secretary's report of the November 13th Executive Board Meeting.

Frank Prievo reported a count of 203 members, which included a new member from Wilcox.

The Treasurer gave a briefing on his written report. All of the reports were voted on and approved.

Warren Talbot reported that he had received the Q-Link Index book, but the billing would need straightening out.

Leila Joiner reported that she has a candidate for an Inter-Club Correspondent. His name is Bud Smith. The Board welcomed this volunteer and voted to give him this title. His main work will be to oversee the exchange and record keeping of exchanges of Disks-of-the-Month and other disks with other clubs.

Dennis McCormick reported for the Amiga SIG. He reported meetings at the U of A are still under investigation and planning.

The improved GEOS training program has nothing to report, still checking.

The By-Laws Committee will report next month.

Member Lee Benson offered a section of his Bulletin Board System, "The Data Connection," for the use of the club. Although it will not have enough memory for Amiga programs, it could be used as a message base for that group. Appreciation was indicated for this donation that will require no financial support from the club. It is estimated it will take sixty days to set up this section.

The Board approved an order to Busy Bee Software for $148.00.

The meeting adjourned at 9:18 p.m.

ms-dos update

january 1991

ms-dos sig meeting
madonna hall
January 19, 1991

by J K Richardson, CCCC

We have gotten off to a pretty good start, considering that the holidays and other obligations tended to interfere with being available for the December help day. There were definitely a good group of people present this month, and beside this, we welcome a new club member who joined because of this sig! Thanks everybody and welcome new member John J.

Bob Preivo demonstrated a new disk available through the club in all formats [C-64/128, Amiga, and MS-DOS]. The program is Harv Harris' TAX SURVIVAL KIT, which is especially timely, since, after Christmas, it is inevitable that the taxman cometh. The program seems easy enough to use [although I havn't put it to the ultimate test, yet]. It has a pop-up calculator for use when you may have multiple sources of numbers to add for a single category, and it will print the information to your tax forms when you are ready. It is only $5 for club members and $7 for non-members, so plan to get yours soon!

We are working hard at getting a good disk library together, so suggestions are appreciated [in writing is preferable]. We want to have what YOU want. LOOK FOR MS-DOS DISK OF THE MONTH COMING SOON!

You have noticed by now the new look of our MS-DOS page. This will be standard in the newsletter from now on. I would like to have contributions of information or articles from you, news items, reviews of programs you have used, etc., to include here.
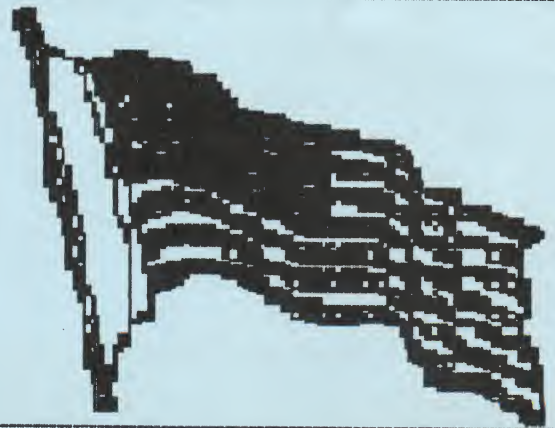
The MS-DOS section of the newsletter is set up using FIRST PUBLISHER and fonts available through the club. We have 5 disks of FF fonts available right now. Each has a large number of different fonts on it.

GENEALOGY REVIEW

by Gordon Low, CCCC
[from the Jackson Area PC Users Group newsletter]

ROOTS III

This is the Cadillac of the Genealogy programs! I reviewed this program at a friends house and he showed me two books that he had printed with this program. None of the other programs will do this with the possible exception of Family Roots. ROOTS III has most things you would want in a program. You only enter the data once and it finds and uses it wherever necessary. It has good installation and instruction books with the program. Cost is about $250.

PERSONAL ANCESTRAL FILE [PAF]

This program comes from the Church of Latterday Saints who have the largest genealogical files in the world. The price is $35 and you get three disks, an installation manual, a reference manual, and a registration card. You enter data only once except to verify spelling. This program will not produce a book like ROOTS III but it will produce notes you may want included. This is a 'Best Buy' in my opinion.

FAMILY HISTORY SYSTEM

This is a shareware program and the registration fee is $35. It uses G.W. BASIC. The instructions are good but must be printed from the program. There is a sample family file of ADAM'S family from the book of Genesis. This program does not have all the refinements of some but it has the basics.

FAMILY ROOTS

This is a program that sells for $225. I did not have access to the program but I thought it should be included in the chart. The chart shows it has flexible configuration and user definable fields like ROOTS III. Incidentally most of the information on the chart came from a chart published by Genealogical Computing in the July–August–September 1989 issue.

EZ–TREE

This is a specialty program for making family trees and descender charts. It is not a complete genealogy program but if fills a need for some who do not care about a large program.

FAMILY TIES

This is a shareware program . You are requested to send $50 if you like the program and you'd like the latest upgrade. You don't need the upgrade. You print the users manual from the disk. The colors on the monitor are good but I found the instructions a little hard to follow until I ran the Demo.Exe file. You enter data only once and it has a search feature the same as the more expensive programs.
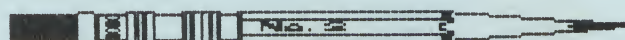
EDITORS NOTE:
The CCCC MS–DOS library has FAMILY TREE JOURNAL and FAMILY TREE ETC currently available. If someone would like to review these programs and others for a future article, please let me know.

Amiga News

Amiga SIG Meeting
Saturday, January 19, 1991
Madonna Hall

ANNOUNCEMENTS:

Updates from Joel Halbert (see "CompuServe Hot News & Rumors" elsewhere in this issue). Joel also brought in several video magazines, drawing attention to how well the Amiga is represented in this non-Amiga-specific field.

Treasurer Dennis McCormick reported on the Club's financial health (prognosis: good).

President Warren Talbot has moved to California and the Board of Directors has elected Robert Prievo to fill the remainder of his term.

DEMOS:

Ken Weaver from Computer Y's/MicroShop brought in the new California Access "Bodega Bay" expansion chassis for the A500. Read Ken's review elsewhere in this issue.

Janice Ambrose displayed color prints of her original Amiga artwork, generated using the FrameGrabber and printed on a Canon Laser 500. Janet will be showing her work at the U of A Student Union from January 20 through February 3.

Ken Weaver also brought a binder of color prints from pictures generated by NewTek's Video Toaster.

Dave Hamory demo'd "Imagine," a 3D graphics/animation package. Imagine can output various types of images: B&W wireframe, color wireframe, B&W shaded, color shaded, hires color shaded, scan line, and full ray trace. New features include using Boolean math to generate 3D faces and the ability to import IFF objects and convert them to 3D. The program has poor documentation (some features are not even mentioned in the manual), but there is direct support on PeopleLink. Dave showed several examples of his work, including: a Turbo Silver space ship flying through an imaginary landscape, then exploding; a gelatinous monster (inspired by the movie "The Abyss"), whose face strangely resembled its creator; a revolving logo for the "Catalina Computer Club" (Commodore was left out to avoid copyright infringement). The flying ship anim took about 12 hours to generate. The 45-frame flying sequence and 20-frame exploding sequence had to be split into three segments because of system memory limitations. The stars are generated automatically and remain at infinity (they can't be touched).

Joel Halbert demo'd the Disk-of-the-Month.

Dennis McCormick announced he was selling Harv Harris' Tax Program for the Amiga for $5. The program allows "what if" calculations and prints the results on your tax form. An MS-DOS version is also available for the same price.

More than 40 people were present for the meeting.

Please bear with us as the newsletter will be undergoing some changes in the next few months. Warren Talbot, who was doing layout and laser printing for the C64/128 Section, has moved to California. We are looking for a new C64 Editor. In the meantime, we will be expanding the Amiga Section and adding a new MS-DOS Section, headed by Julia Richardson.

With all this additional space to fill, it would be nice to have some input from our own Amiga members. If you have an interesting project, program or point of view, please put your thoughts into print for others to share.

Also, SoftLogik has offered to upgrade our free copy of PageStream 1.82 to the new PageStream (version 2.1) for $75. The Board of Directors has already approved the expenditure, and it's on order. We're hoping for a big improvement!

Leila Joiner,
Editor

Disk-of-the-Month
January 1991

Pictures - <u>NCC1701D.pic</u>: Picture of the Enterprise; <u>Office.ham</u>: Ray-traced simulation of an office - done with Lightwave.

Crossword - Very entertaining and well-executed crossword puzzle program. Several examples.

SpeakerTools_2.0 - Demo version of SpeakerTools, a very educational experience if you are into speakers and audio stuff. Full version is available and inexpensive.

Text - <u>FatterAgnus.txt</u>: Clear up Agnus mysteries; <u>HELP.ME!</u>: Report of stolen hard/software; <u>SafeKey.txt</u>: Another product from Tucson Co.; <u>XCAD-3D.txt</u>: About XCAD-3D.

MileageMaster - Keep track of gas mileage and maintenance records.

Utilities - <u>Whence</u>: Locate a file in the current path; <u>TextraV109</u>: Nice free text editor - latest version.

HOT NEWS & RUMORS

(downloaded from CompuServe)

#: 12515 S3/Hot News and Rumors
   15-Jan-91 18:35:54
Sb: #12494-#CDTV Launched
Fm: Bob Rakosky/SYSOP 75156,336
To: Steve Ahlstrom 76703,2006 (X)

Steve,
   At CES, Commodore was showing the CDTV add-on drive for the 500 as part of their public display. It is quite preliminary, and they have not made any official committment (from what I could tell) concerning availability date or pricing. It is basically a CD-ROM drive that connects via the side-connector to the 500, similar to the A590, and contains all the added firmware needed (in addition to the basic 500) to run CDTV applications. I was talking to the hardware engineer who has been working on the project, and he projected a target date of 6 months from now and a price point of "about the price of CDTV minus $200 or $300." Of course, this doesn't constitute any sort of committment on Commodore's part - only a "best guess." Also, he mentioned the "probability" that the unit would also have a SCSI port on the back (similar to the A590's) and the "possibility" that the unit would include RAM expansion capabilities.
   I talked to him about an equivalent peripheral for the 2000 and 3000 systems. He said that basically it was a

question of people resources, and that project had been temporarily been put on hold until things settle down a bit in the CDTV development area. The 500 add-on unit was much easier since it is based, as is CDTV itself, on the A500, so they had fewer hardware differences with which to deal. If/when the 2000/3000 unit is done, it most likely will consist of a CDTV-specific plug-in-card plus an external CD drive. I specifically asked if it would be possible to use existing SCSI interface controllers for the CD drive, and was told that it would not be possible to do this and be compatible with existing CDTV applications.

-- BobR

#: 12531 S3/Hot News and Rumors
   15-Jan-91 20:39:01
Sb: #12515-#CDTV Launched
Fm: George Albright 70154,2310
To: Bob Rakosky/SYSOP 75156,336 (X)

I wonder if the A500 cdtv add on would work on 1000's (backwards, of course).

#: 12545 S3/Hot News and Rumors
   15-Jan-91 21:46:42
Sb: #12531-#CDTV Launched
Fm: Bob Rakosky/SYSOP 75156,336
To: George Albright 70154,2310

George,
   Sorry, didn't think to ask that question. I got the impression that there were some fairly tight timing issues involved, which was implied by the "fact" that it was significant that the CDTV technology was designed around the A500 which facilitated the development of the A500 add-on. This implies (at least to this not-particularly-hardware-knowledgeable person) that it (the CD add-on) may be more timing-sensitive than your average slap-on-the-side add-on peripheral. Does that mean that it won't work? We probably won't ever have a definitive answer on that one from Commodore, and will have to wait for the box to be generally available and get net-rumor reports from folks who have tried it.

-- BobR

#: 12793 S3/Hot News and Rumors
   19-Jan-91 01:16:13
Sb: #12545-#CDTV Launched
Fm: Chris Scheers 73277,2633
To: Bob Rakosky/SYSOP 75156,336 (X)

   It's probably not a timing dependent problem. Rather, it's likely that it takes advantage of the fact that you can completely take over the machine from the A500 (or A1000) expansion slot. As I understand it, there is not direct equivalent capability on the A2000 and A3000.
   As far as it working with the A1000, it's unlikely except for, possibly, Rejuvenated A1000s. I know a few people who are programming CDTV applications and one of the basic assumptions they are making is that there is a full 1Meg of chip ram.

-- Chris
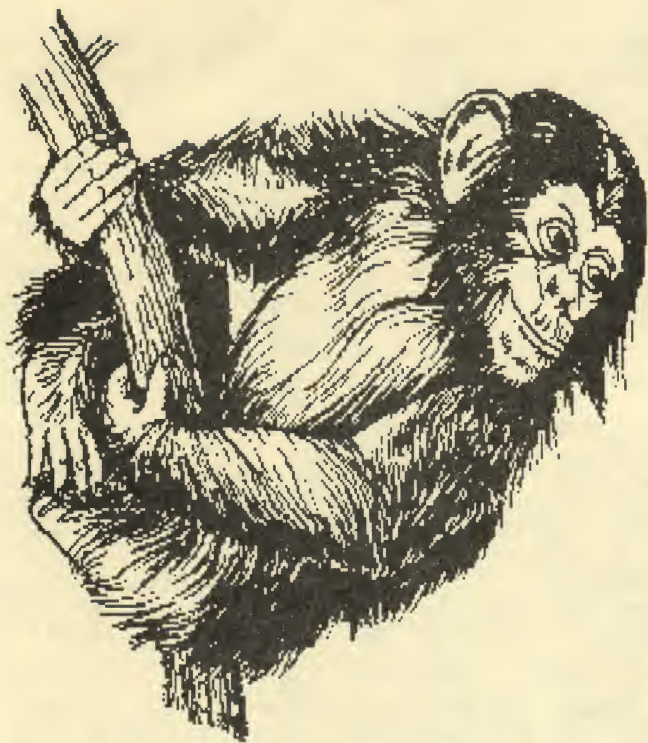
CHILLY CHARLIE CHIMP

by Bernie Joiner, CCCC

"Oh no! Pleassssse! Not an arcade game!" I pleaded.

"It's free, and I'm sending it to you. After all, you are the reviewer aren't you?" the Editor stated firmly.

"Yes, I am," whimpered I. "But..."

"So, review it," the Editor declared, thus closing the book on any further whining.

It's not that I thoroughly detest arcade games, though I'm sure a stranger walking into my studio and seeing the Shadow of The Beast box nailed to the wall with garlic draped about it might get that impression. It's just that any game that is so stressful that I need oral surgery after playing it is... well. And any game that I can't even get out of level one is... well.

Well... that's not the case with this month's spotlighted arcade game, AUNT ARCTIC ADVENTURE by Microware International.

Help Charlie the Chimp save his poor auntie who has been kidnapped and forced to perform in Big Borus' arctic circus by weaving, swinging, and leaping your way through 50 levels of knife-carrying eskimos, spiders, flames, deadly bouncing balls, pits of spikes, killer color ribbons, flying tomahawks, acid drips, and giant hydraulic pounders.

I found myself reluctant as I started pumping that joystick, but within the first hour I was hooked and then I spent every free moment playing this delightful, fairly non-violent game. But... I must confess that the reason I loved playing this game was because the creators were kind enough to put a "half-speed" option into the preference menu. Otherwise, I'm sure the hyper-pace of the normal playing mode would have earned this box an honored place next to Shadow of The Beast.

Of the fifty levels many themes are repeated, but with increasing degrees of difficulty. However, there are enough variations in the form of puzzle-like levels to keep interest at a peak. I found the first five levels to be the toughest, because I was trying to learn how best to use the joystick to manipulate Charlie through this diabolical world. And thank whoever that once a level is successfully finished you don't have to go back to it.

While on a level, there are treasure chests to be picked up to increase one's score as well as other items, such as keys. You finish a level by collecting all the bananas on that level, which then opens a door to a slide pole that takes you to the next level.

The music score is activated by passing Charlie by any musical note you come across on the levels. The music is good and helps keeps the game rolling along.

Would some Shadow of The Beast expert enjoy this game? I don't know, but for someone like me who is just starting to learn the arcade game ropes, it makes the learning process fun, and best of all, fairly stress-free.

AUNT ARCTIC ADVENTURE by Microware International, 512k required, uses joystick, mouse or keyboard to play. I have no idea what the retail price is, but don't pay more than $35 for it. One or two player competition or team play, high score save and reset features, stereo sound and music, 50 levels.

Toaster Marches On!

Toaster News: BCD Associates has sold 100 single frame animation controllers specifically for Video Toaster use. Several people have reported ease of use and quality very good. A common misunderstanding about the Toaster is the use of TBC's (time base correctors).

TOASTER TIDBITS

by Ken Weaver, Computer Y's/MicroShop

This column will attempt to clear up misunderstandings concerning New Tek's Video Toaster and pass on tips and suggestions on the use of the Video Toaster, its programs, equipment and needs in as non-technical terms as possible.

Toaster Requirements

1. Input 1 must be stable source of sync such as direct camera video out.
2. All tape machine inputs must be T.B.C.'s.
3. All cameras and VTR in a multiple input system must be synced (genlocked) together via a master sync source. That source can be camera one's sync or video output to the other cameras and VTR's.
4. Must have a monitor hooked to the Amiga 23-pin video that utilizes composite sync, not separate horizontal and vertical.
5. All AC plugs except the computer's should utilize a 3 to 2 prong electrical adaptor to eliminate potential ground loops and be powered by the same electrical outlet.
6. Use only quality 75 ohm coax cables.
7. Must have a minimum of five (5) megabytes memory, preferably seven (7) megabytes, ideally 9 megs. The more 32-bit, the better for ray-tracing, 3-D modeling, Toaster Paint (24-bit paint program), and CG (character generator).
8. Accelerator card for 3-D modeling, ray tracing and Toaster Paint will facilitate these programs' rendering times, the faster the better. For instance, a frame that would take 18 minutes to render on a standard Amiga would render in approximately 6-1/2 minutes on a 33 mhz accelerated Amiga, 3 minutes on a 50 mhz equipped Amiga, and approximately one minute on a 25 mhz 68040.

One of the first misunderstandings about the Toaster that needs clarification is the need for and the use of time base correctors (T.B.C.'s). To understand the need and place of T.B.C.'s we need to talk a little about a video signal. A

CLASSIFIED ADS

FOR SALE: 3 Commodore PC-10's (XT compatible) with hard drives, color cards, etc. Two monochrome monitors, software. Call Nancy Dippold, 290-6947.

FOR SALE: C-128 with 1571 disk drive, $275. Call Ken Weaver, 290-6947.

standard National Television Standards Commission (NTSC) signal requires a very precise timing signal (63 milliseconds) to lock the visible picture so that the television picture is stable. The output of a video camera is very stable due to a crystal controlled timing circuit whereas a VCR records and plays back its video by pulling the videotape past a rotating drum containing the video heads, thereby introducing fluctuations in the video signal called wow and flutter due to the mechanical nature of this process.

If the horizontal signal is out of sync, the picture will become unlocked. Depending on whether the signal is early or late, you would see the picture followed by the black sync bar or just a black screen because the only signal present would be the black sync bar. If the video signal came at the right time, but too slowly, the image would look fat. If it came at the right time, but too fast, the image would look skinny. Because the output of a camera is very stable, it can be used as a master sync signal to which all other signals are timed or referenced.

The purpose of the time base corrector is to take the video signal from the VCR and even out the flow of the video. It does this by storing anywhere from eight lines of the video signal to a full frame of the video signal, (i.e., 525 lines, depending on the type of the T.B.C.) and then delaying or advancing the video signal as necessary to be synchronous with the master sync signal to which all other video will also be locked.

If a line comes in too slowly, it stores the line for a moment and then shrinks or stretches it to the right size before letting it go. If the video comes in too early, the T.B.C. holds it until the right time and then releases it. If a line comes in too late, the T.B.C. can't do anything to speed it up so a T.B.C. must delay the video signal somewhat or store it so it has enough video to send out so that is why the greater number of lines of video a T.B.C. can store, the better.

The more memory a T.B.C. has, the more lines of video it can store. A T.B.C. that can store 16 lines of video can effectively vary the output of the video plus or minus 16 lines, or a total of 32 lines. This is usually sufficient for a VCR that will accept an external sync source that facilitates how close the VCR's video signal is to the master signal. The T.B.C then only has to correct minor instabilities in the signal rather than correcting the whole image.

As we all know, memory costs money, so the more lines that a T.B.C. stores, the more expensive the T.B.C. The cost of time base correctors ranges from $2,000 for a 16-line T.B.C up to $8,000 for a high-end full-frame time base corrector (frame store) that can store a full 525 lines and also has timing and phase correction capabilities.

In future columns, I will go into more details and the differences between T.B.C.'s, frame stores and frame synchronizers and other Toaster requirements and news if club members are interested.

BODEGA BAY

by Ken Weaver, Computer Y's/MicroShop

The Bodega Bay expansion chassis for the Amiga 500 fits nicely around the A500 and matches the computer's color and slope as well. The Bodega Bay includes four A2000 Zorro 2 compatible expansion slots, three of which are IBM XT/AT compatible for bridgeboard use; a 200 watt power supply; two external 5-1/4" half-height drive bays; one internal 3-1/2" half-height hard drive bay; power and hard drive LED's; and built-in monitor AC power with optional adaptor.

Among the disadvantages are wasted space and limited accessibility to the joystick/mouse ports (there is a place for extension cables if you buy your own). Only California Access 3-1/2" internal floppies, which are Citizen drives, are recommended for use with the Bodega Bay and these also require CA's proprietary mounting and adaptor kit. Feet for both the Bodega Bay and the A500 should have been included to protect the desk and offer a complete package.

The overall size is massive, which makes it nice as a monitor stand and for external items such as a Syquest removable media drive. This was a good idea only fairly executed as the expansion chassis should have permitted boards to be installed vertically. The overall length could have been more like the A500 and the remaining space could have been used for additional expansion slots which would also allow hard cards to be installed.

I tested the GVP Series II Hard Card + RAM with 2, 4, 6 and 8 meg increments and all configurations work. The ICD controller works as well. The demo unit initially wouldn't recognize anything until it was reseated and corrected.

The attitude expressed by California Access seems to be one of turning out a fair product at a low price rather than an excellent product at a good price. At a suggested retail of $800.00 for an A500P with 1 meg of memory and $429.00 suggested retail for the Bodega Bay plus $30-$50 for extra cables needed as opposed to $1400 for an A2000, in our opinion potential A500 owners and current owners would have to think about the total cost as well as the cost of an optional video slot (California Access promises one in the future).

What could have been an elegant product, in my opinion, is only fair, and the A500 community still awaits an elegant, truly singular solution to its expansion needs.

#: 12845 S3/Hot News and Rumors
    19-Jan-91 20:15:59
Sb: #12793-#CDTV Launched
Fm: Betty Clay/SYSOP 76702,337
To: Chris Scheers 73277,2633

I saw a message on another network from one of the people who worked in the Commodore booth at CES. (I believe he had a product for CDTV which he was demonstrating in that booth.) He said that Commodore did an exceptionally fine job at CES in showing off the strengths of CTDV. He reported that there were 35 or so Commodore personnel and third party developers, making Commodore's booth one of the best staffed booths at the show. He reported that even Irving Gould and Nolan Bushnell worked in the booth alongside the regular sales staff presenting CDTV, and that he felt that CDTV appeared to be one of the hits of the show, catching both the eye and interest of the industry and media. The concept of a single box that is a high quality CD audio player capable of playing CD+G, a 550 megabyte interactive multimedia machine, and which can be upgraded to full blown Amiga computer with the addition of an optional keyboard and floppy drive, all for a list price of $999 US, impressed just about everyone, according to this message. He said that a belligerent attitude shown by the competition toward CDTV (notably Phillips, who is about to release CDI later this fall, and Microsoft, who is about to release a 286 CD-Rom multimedia system this summer), further indicates that CDTV is in an excellent position to become the new standard in multimedia delivery systems.

He also reported that at the press conference last Tuesday, it was announced that external CD-Rom drives would be available for the Amiga 500, 2000 and 3000 series computers, and that they should be shipping this summer. No prices were announced, not even a hint.

Anyone have more news about this?

(A different message said that camera crews from all the major TV networks were seen taking pictures in the booth, but I have not seen anything on TV about it. Not surprising, seeing that I almost never watch TV, combined with the almost total pre-emption of the current events of the week.)

-- Betty

#: 12721 S3/Hot News and Rumors
    18-Jan-91 04:29:13
Sb: Super FractalPro4.0
Fm: daniel wolf 70250,626
To: all

FractalPro4.0 is here. One program for zooming and animating four different types of fractals (mandelbrot, julia, cube mandelbrot, and cube julia sets) all in 256 colors on an interlace HAM graphics mode. Comes with overscan version. Available in PAL, too. Resolutions are 320x400 and 368x480 for NTSC, 320x512 and 368x592 for PAL (these res's are designed to work easily with The Art Department). Zoom by 1x, 2x, 4x, 8x, 16x. UnZoom by 2x, 4x, 8x, 16x. Pixel count (dwell) values: 64, 128, 256, 512, 1024, 2048, and 4096. Magnify up to 200 trillion x total. Automatically senses need for double precision calculations and uses them when necessary. Highly optimized integer routines. Senses 68020/030 automatically and uses special routines for them. Animation by 4 increments of motion from 4 to 32 pixels per pic, in twelve different modes: left, right, up, down, all 4 diagonals, zoom in, zoom out, AND Tween (for all four

fractal types) AND Julia Set Cascades (both regular and 'cube'). Killer Feature: Generates Vista/VistaPro DEM Landscape files for any fractal image being drawn. These can be loaded into Vista and VistaPro for rendering 3-D landscape images of FractalPro's images. The FractalPro color palette goes with them into the Vista files and FractalPro lets you make the Vista files as mountains or lakes. All assembly language. Printed Manual. Beautiful package with removable 5x8 inch color photograph on the cover of a nice M-Set image. Color cycling forward, backward, and single-step for animation sequence combined with color cycling. Also variable speed control for cycling. The ultimate Amiga fractal system. $99.95. Available NOW. Contact:

MegageM
1903 Adria
Santa Maria, CA 93454
805-349-1104

#: 4499 S3/Hot News and Rumors
    05-Jan-91 15:43:15
Sb: GENESIS Fractal Landscape
Fm: JOHN PENDERGRASS 76246,676
To: ALL

To all Fractal fans: There is a demo of the soon-to-be-released fractal landscape generator, 'Genesis', in the AmigaVendor-MicroIllusions library. 'Genesis' is a (very) full-featured fractal landscape generator, which gives you a range of control over your creations second to none.

Just some of the many features of 'Genesis':
-- Full control of all fractal parameter of the landscape, which allows creation of landscapes from the sublime (rolling hills) to the natural (realistic mountains) to the ridiculous ('Spires National Monument'?).
-- Change vertical scale, sea level, sun position and angle, light/dark shadows, sharp/blended shadows, camera angle of view.
-- Screen res can be in low, hi, four sizes of oscan, all lace or not. Rendering modes include faceted polygons, gouraud shading, or two levels of (better looking) custom smoothing/shading.
-- Each contour level can have its own color, vertical level and cross   contour blending, texture, faceted or smooth gouraud-like appearance.
-- Full shaded views, standard wireframe, or wireframe hidden line. (wireframe in hires/lace only)
-- Control of lakes and rivers in landscape. Unlike other fractal landscape programs, these actually control the 'evolution' of the landscape at each higher recursion level, resulting in very realistic river valleys, canyons and networks.
-- Save landscape data in 3D object formats. Silver, Sculpt script, and Videoscape formats supported. (The Silver format saves each contour, lakes, rivers as separate objects, allowing easy later customization of color, texture, etc).
-- Full scripting capability, either via a built-in script or ARexx. These can control virtually all parameters, allowing frame-by-frame animations. Non-ARexx scripts can be constructed interactively or by editing an ascii text file. ARexx control allows all normal functions, plus some accessible only via ARexx (ie statistics on landscape, follow river paths, query or set individual landscape point heights, more).
-- written by James Bardeen, who REALLY knows his stuff re fractal science, etc.

SAY WHAT?

Pat needs help.
He can draw,
but he can't think.
It's up to YOU
to adlib for the
cop in this cartoon.
Is he in trouble?
Is someone else
in trouble?
Are YOU in trouble?
Send in your
captions now for our
"He Said What?"
Contest
&
show Pat you can
think
even if you can't
draw.
(You might even win
something!)
Send entries to:
Leila Joiner
3710 E. Edison
Tucson, AZ 85716

* * FOUND * *

Tan or camel sport coat at
January 19 Amiga SIG
Meeting
Contact Dennis McCormick
292-2275

* * * * * * * *

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General Meeting Schedule

TUESDAY GENERAL MEETING, February 5, 7 PM
at St Peter & Paul Gramer Hall, 1946 East Adams
EXECUTIVE BOARD MEETING, Tuesday, February 12, 7:30 PM
at Devon Gables Home, 6150 East Grant Road
SATURDAY HELP DAY, February 16, 10 AM - 2 PM
at St Peter & Paul Madonna Hall
Southeast Corner of Campbell & Adams

Amiga SIG Meeting Schedule

Saturday, February 16 at Madonna Hall, 10:00 AM
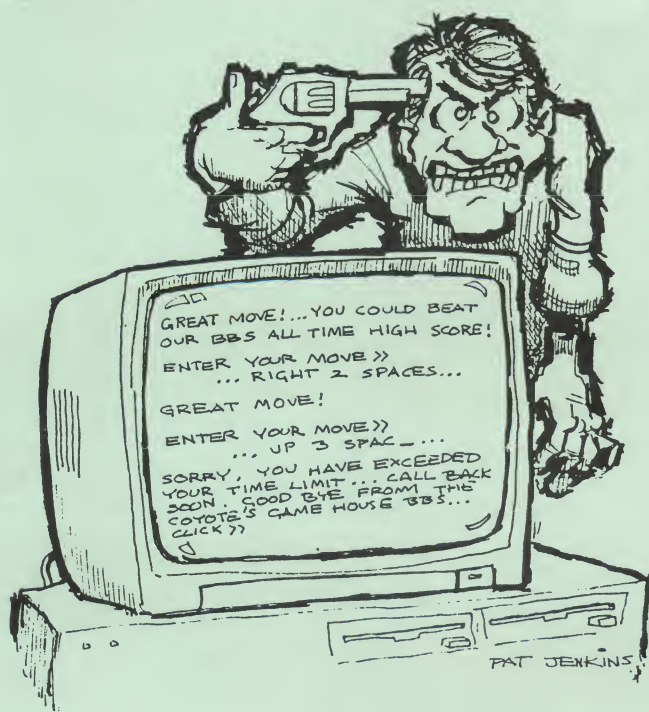
CARTOONS

by CCCC Member Pat Jenkins

GREAT MOVE!...YOU COULD BEAT OUR BBS ALL TIME HIGH SCORE!
ENTER YOUR MOVE >>
... RIGHT 2 SPACES...
GREAT MOVE!
ENTER YOUR MOVE >>
... UP 3 SPAC_ ...
SORRY, YOU HAVE EXCEEDED YOUR TIME LIMIT ... CALL BACK SOON. GOOD BYE FROM THIS COYOTE'S GAME HOUSE BBS...
CLICK >>

PAT JENKINS

CCCC, INC.
TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 9, NUMBER 2: FEBRUARY 1991

* GENERAL MEETING: February 5, 1991
  St. Peter & Paul Gramer Hall
  1946 East Adams
  7 PM - Out NLT 9:30 PM

* SATURDAY HELP DAY: February 16, 1991
  St. Peter & Paul Madonna Hall
  Southeast Corner Campbell & Adams
  10 AM - 2 PM

* EXECUTIVE BOARD MEETING
  All Members Welcome
  February 12, 1991 - 7:30 PM
  Devon Gables Home
  6150 E Grant Road

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ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 85751-2548

NAME: _____

STREET: _____

CITY: _____ STATE: _____ ZIP: _____

PHONE: (___) _____ CCCC#: _____

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NEW MEMBERS PLEASE ALSO REMIT $10 INITIATION FEE.

Catalina Commodore Computer Club, Inc.
P.O. Box 32548
TUCSON, ARIZONA 85751-2548

IT'S YOUR CLUB-DO SOMETHING
MEMBER #1069 EXPIRES FEB 1991

TUCSON, AZ 85715

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